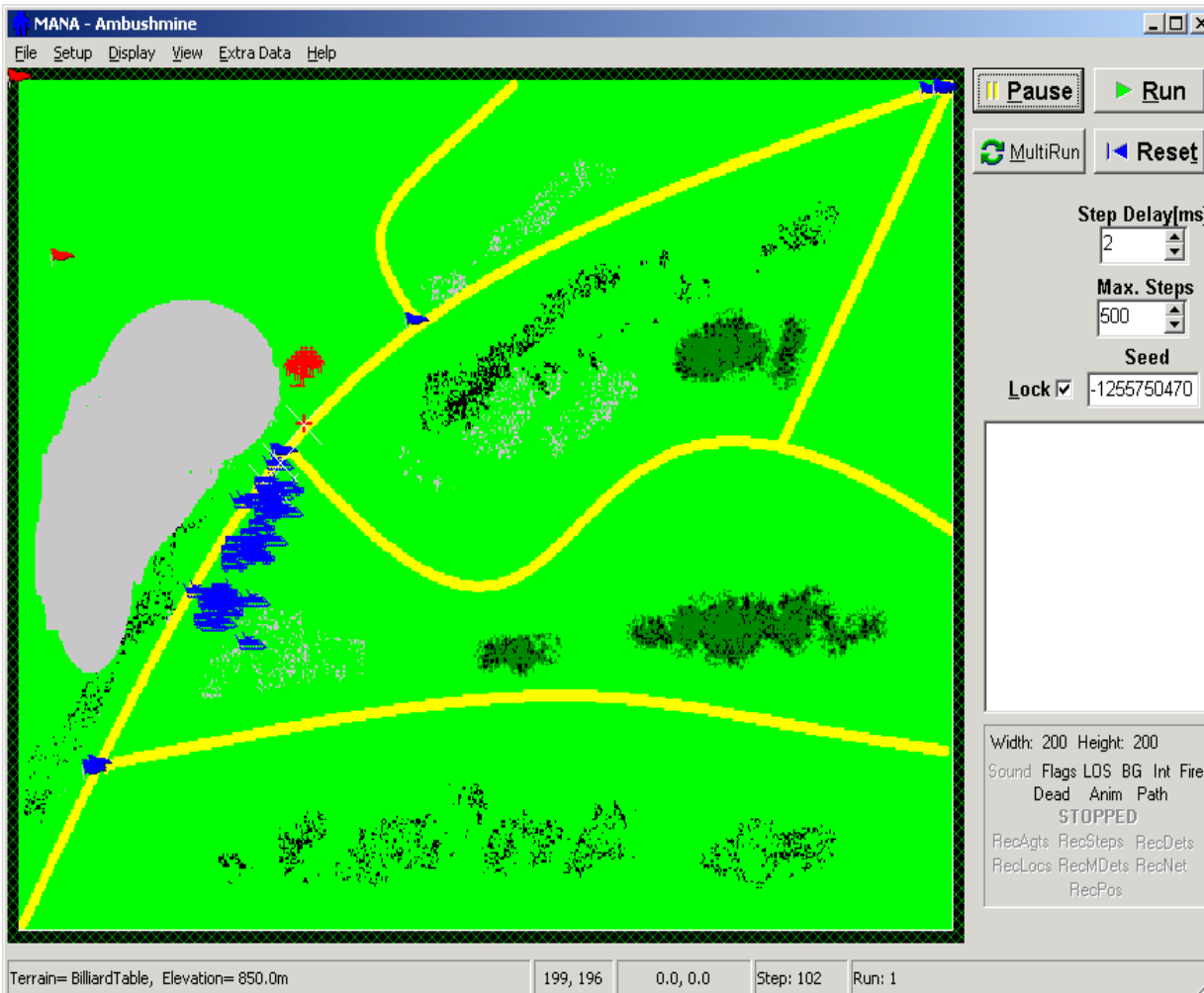


Mana



- **Units**
 - Personnel, Equipment
- **Multi Allegiances**
 - Neutral, Friendly, Enemy
- **Multi triggered states**
- **Physical Characteristics**
 - Sensor, Fire, Stealth, Communication
- **“Personality” Traits**
 - Attractions to enemy, friendly, neutrals, waypoints
- **Group Characteristics**
 - Cluster, Combat, Advance
- **Weapons**
 - Multiple weapons enabled by trigger state; high explosive versus kinetic energy
- **Waypoints as interim goals**
- **Terrain**
 - Obstacles, Easy Going, Vegetation